

## VII

COAT of ARMS VI, a zine of subzines comes to you every four to five weeks.

COA is published by me, Steve Woody Arnawoodian, Diplomatic Immunity, 602 Hemlock Cr. Lansdale Pa. 19446. Tom Fastfingers Mainardi, Bersaglieri, 1403 Lawrence Rd. 19083. Also inside you will find Kathy Byrne's, Kathy's Kode, 160-02 43rd ave Flushing NY. 11358. Steve Langley's Magus, 2154 Fairfield Rd. Sacramento Ca. 95815. Mike Mill's Blarney Stone, 47 Mayer Dr. Suffern NY. 10901. Mike also handles the COA complaint department. In fact Mike is in charge of hobby wide complaints. If there is something you don't like write Mike!

New for this month is Mark Larzelere's Dipi Master Mark publishes a zine called Appalling Greed which is published every 3 weeks. Write Mark at 23 Akin Ave. Capitol Hts, Md. 20743 and ask for a sample of A.G. Marks Dipi Master is certainly different. You may find it amusing, funny, informative, unless your initials are M.B.

Tom Swider, who does many a subzine, joins COA this month with Expletive-Deleted. I have no idea what it will be about as Tom hasn't sent it out yet. But promises to have it to me before I take COA to the printer. I'd better put Tom's address in too and save Mills a complaint. 1183 Robinson Hill Rd. Endwell NY. 13760

Sub fees are 60¢ per issue or 12/6.00 and may be sent to either Woody or Tom. Game openings, Diplomatic Immunity 4 week deadlines, Diplomacy, gamefee 3.00

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Jim woodson recently expressed concern that we are calling him Jim when he prefers the name James. Well Jim you should have written sooner. We members in Dipdom always yield to the wants of fellow hobbyists when it comes to their name. In fact John Michalski will help you find a name you'll enjoy even more. Just attack him in a game of Dip. I was rewarded with the name Fuddybucker! Don't worry Jimmy we won't forget.

JIMWOODSONJIMWOODSONJIMWOODSONJIMWOODSONJIMWOODSONJIMWOODSONJIMWOODSONJIMWOODSONJIMMY

### THE LEPER COLONY

Keith Mercer, Tom Mainardi, Mike Mills, Deb Osborne, Tom Swider, Brad Wilson, Steve Langley, Guy Hail, -Bob Olsen, and the classy Hoss Pearson.

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The Zine Directory will be ready some time in March! Write Mike Mills for a copy. Each copy costs 75¢ and that is a bargain. Mike puts a lot of work into compiling the various zines. This year Gary Coughlan is compiling the list of European zines for Mike. So if you are looking for more zines to sub to the Zine Directory is for you. Mike also asks that if you know of any obscure zine or new zine please send him the name of it and the publishers name and address. I sent in John Caruso's Whitestonia.

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For those of you who don't receive Whitestonia, write to John Caruso at 160-02 43rd Ave Flushing NY. 11358 and ask for the issue that was published Jan 31. It has the Woody interview inside! This one should get me in lots of trouble. John's subs are 10/5.00. When you see Whitestonia you'll see why it's my favorite zine.

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TOM MAINARDI MONTH! That's right this month COA will try to prove that Fastfingers is NOT boring. This will not be easy so I had to asked quite a few people to help write about Tom. Notice how I saved this for the bottom of the page. Tom will glance through each page, it will take him days to realize just what happened in Coat of Arms this month.

# DIPLOMATIC IMMUNITY

This of course is DIPLOMATIC IMMUNITY Bob Olsen's favorite part of Coat of Arms. It is brought to you each month by me, Steve Woody Arnawoodian 602 Hemlock Cr. Lansdale, Pa. 19446 (215)- 699-7659.

Now that Mike Mills has ceased the publication of Emhain Macha he has plenty of time on his hands. This is demonstrated when Mike called me last week suggesting that I devote DI to Fastfingers Mainardi this month. It seems Mike wanted to get back at Mainardi for some incident which happened at GenCon. I really did not want to go along with the devious plot but Mills can be very persuasive. But no matter what he said I held my ground. I wanted nothing to do with his scheme. That is until Mike told me how Coat of Arms would be receiving a free full page advertisement in the zine directory, a \$7.50 value. Well everyone has their holdout price. Tom will get over it so he whimpers, cries and will be depressed for a couple of months. All I can say is the truth hurts. Even Toms sister JoAnne and his cousin MaryAnne contributed so we could all learn about the real Fastfingers. We'll begin with Mainardi's SEARS employment application. I believe it will give us some backround insight on ~~the~~ ~~xxxxx~~ Tom.

On second thought I'll have to write for a half of a page as Fastfingers application is a page long. I recently joined an International game in Bohemian Rhapsody. A British zine pubbed by Malcie Smith. More and more of these games are happening now. You might think it is because of better world wide a mail or cheaper postal rates. Forget it, no such luck. The idea is to keep people in Dipdom for close to eternity. I remember the first letter I wrote Malc. Kiddingy I said, at least everyone will be dedicated to Dip as signing up for this game means they plan to stay in the hobby for at least six years. After all how fast can a game with 16 week deadlines move? Malcie thought I overestimated a bit. His opinion was the game would take 4 years. Now that I have thought about it I think I underestimated. We will be lucky to complete 5 seasons a year. I selected Austria. I figured if everyone attacks me I'll be out fast. Still I'll have to play for at least a year. Can you imagine lingering in this game with 2 units. You could be around until 1987. That's worse than living in the same state as Osuch.

I'm not really complaining but I have no idea what I'll be doing next month let alone the end of this decade. Now that I signed for such a game I hope everyone finds such a game and gets committed to ~~an intense session of a Bruce Lindsey Math Class~~ Diplomacy through the 1980's.

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About 2 months ago I told everyone to write Scott Hanson for a sample of Irksome. Scott just informed me that many of you didn't bother, like Mills and Mainardi.

So we will try again. Scott's sub fees are a mere 10/4.50. Next issue will have 3 music reviews one from Kathy Byrne, The Impossible Dream; one by John Caruso, one Hundred bottles of beer on the Wall; and my contribution was Rudolf the Red-Nosed Reindeer. Also see Michalski's end of game statement for fade-away. This is the game Toots threw to Kathy Byrne. Write Scott at 701 15th Ave SE Minneapolis, MN. 55414

SEARS

Employment Application

NAME:

Thomas Ceasar ~~Pinati~~ Mainardi

ADDRESS:

1403 Lawrence Rd Havertown, Pa 19083

EDUCATION:

graduate - Guido's School of haircutting and  
Food preparation - 1974 (Venice)

graduate - Harry's Institute of guerilla  
Warfare 1975 (El Salvador)

Assoc. Degree - Acme School of Tractor  
Trailer Driving

FOREIGN LANGUAGES SPOKEN - English, Pig Latin

PREVIOUS  
EMPLOYMENT

2/71 - 3/71 manager - Woody's Produce Center

3/71 - 5/71 assistant manager at Woody's

5/71 - 6/71 stock boy at Woody's Produce

6/3/71 - 6/5/71 head of Lettuce at Woody's

7/71 - 2/72 Watched TV

3/72 - 5/72 men's room attendant

5/72 - 7/72 Ladies room attendant

8/72 - 10/72 Bowling Ball

HOBBIES

Watch TV. (see above), Listen to radio,  
Save Aluminum foil, stamp grapes,  
Collect articles for my scrapbook  
of John Michalski

POSITION APPLYING FOR:

sleeping bag or Chairman of  
the board

WHICH BRANCH OR STORE WOULD YOU LIKE TO BE EMPLOYED AT?

the one in Bengla Desh or Libya

SEX AND GRAPES by JOHN CARUSO (John used to be Tom's bestfriend)

A long time ago a little paesano was born. His name was Tome Mainardi. Tom was a very proud youngster and grew into an even prouder man. Tom did not have too many peers, but he did have a lot of harbors. As Tom grew up (though he never did get past 4ft 9in) he would stand in front of a mirror and admire his physique. He looked like Benito Mussolini in a worms body. As he grew older he began to look more like a cross between Twiggy and a greaseball. Then one day Tom took his first bath and guess what? He still looked like a greasebally Twiggy.

Later in life Tom fell in love. She was a grape stomper from the homeland. Her name was Maggie, Maggie Pie. Maggie was also short, 6ft tall, purple skin and smelly feet. One day Tom told Maggie of his new discovery, the bath. They bathed together and guess what? They both turned purple. Tom saw this as his chance to make it in life. No longer would he have to rob old ladies or be the naval adviser to the Italian premier. He could now have a legitimate occupation. He could immitate a grape.

One day Tom asked Maggie if she would like to see his vineyard. When she replied yes, Tom took her to grapeland. Maggie thought the world of Tom. She would do anything for him, even wash with soap. But when she handed the bar of soap to Tom, he refused it saying that he was too good for mere mortal soap. Tom was a pure blooded Italian all the way.

After being engaged for 74 years, Tom and Maggie were married. Within 5 years they had 3460 grapes, a dozen olives, 4 garlics and a meatball. They were however still purple as Tom refused to use soap.

As the grapes aged Tom would often take Maggie to the vineyards for a roll in the juice. After they got juiced, they'd lick eachothers bodies. Tom would especially like to lick Maggies smelly feet. Maggie would go crazy over Tom's vineyard. They would spend countless minutes slobbering up grape dew. Then they would return home to their apartment. Their apartment was like nothing ever seen before. It was done in modern purple and lavender, with splashes of grease. Their were pictures of sunken Italian Ships all around the house. Maggie especially loved the one of her favorite ship, the Andrea Doria.

As all good things must come to an end, so does this story. But remember sex and grapes do not mix. You can never get the stains out of your clothes. Unless you end up like Tom Mainardi and Maggie Pie. Then of course you do not need clothes. All you need is an apron, big smelly feet and long tongues.

(THANKS FOR THE ARTICLE, I think. Like you said in the story all good things must end, for awhile I was wondering if this would ever end. Any way 3 free issues, I understand how tough it is to write an interesting story about Fastfingers.)

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Let's take a break from The Mainardi stuff. This next item will be the first in a series of articles that is designed to help bring the readers of COAT OF ARMS (notice readers of COA means people that can read John Michalski naturally does not fall into this category) an understanding of the life and cultures of the various countries they play in Diplomacy. This month we will follow Scott Hanson to Rome, Italy. Lets see what Scott learns here. Scott will be stayng with and observing the Mozzarella family.

As Scott (Phydoux, to his friends: few people call him that) departed the Alitalia jet (which is pulled by a British Airways jet) he looked about the airport hoping to be met by one of the members of the Mozzarella family. Scott (Phydoux) had been writing to Guido the eldest son for the past few months so the Mozzarell's were well aware of his visit.

After waiting at the airport for 2 days it became apparent to Phydoux that he would simply have to part with some of his money and hire a taxi to get him to the Mozzarella residence. Scott, I mean Phydoux, normally a cheapskate didn't mind

spending money in Italy. You see 1250 Italian Lira equal on American Dollar and no matter how hard Phydoux tried he could not fit all those Liras in his wallet. You see Scott is not the brightest (although next to John Michalski he is brilliant) and decided the only solution was to spend his money.

It wasn't tough to find a taxi in Italy. Most native Italians prefer to walk. You see gasoline is so expensive here that the frugal Italian Cab driver refuses to buy gas. It's much cheaper if the passenger pushes the cab. Scott, er, a Phydoux, finally selected the taxi he wanted to push.. It was a pretty yellow one. Eight miles and some 10 thousand Lira later Phydoux Hanson came to his destination.

The Mozzarella's were perfect, an average Italian family. Perhaps this cultural experience would help Scott play a better Italy in Diplomacy.

As Scott pushed the taxi to the Mozzarella House he breathed a sigh of relief as he saw that his Italian sponsors lived in the most affluent section of Rome. Not only did the Mozzarella's have a semi-private outhouse but they also had a grape stomping vat, which would be theirs after only 1248 more payments. Scott knew that after 2 months of the easy life with these luxuries he would find it very difficult to go home to his native Minnesota. Scott was very impressed with the Italian air-conditioning system, it is called a cooling system in Italy. It was much more efficient than it's American counterpart. All the Italian homes had one and they worked fantastic during the cold winter months. (come to think of it I believe it is called a window in the U.S.)

Upon entering the house Scott Recognized Guido immediately. Guido wrote Scott and told him he was very tall. Sure enough Guido was the tallest Italian Scott had seen. He was close to 5 ft. tall, and would be the star center of the local high school basketball team if Italians would play basketball. It seems that the scoring for basketball reaches such spectacular numbers, beyond the grasp of the Italian mind. Guido had just returned home from school. The 17 year old was learning the colors of the rainbow. Guido was in the advanced class. He knew Scott would be joining him in his classes and was concerned about Phydoux keeping up the fast pace. After all it was only two weeks ago that Guido's class began its study and Guido had already learned 3 of the colors of a rainbow (four if he had a list in front of him). Guido was just finishing his afternoon snack, pasta and milk. He would now go out and begin stomping grapes, the family, actually national business.

Scott was here to learn more about Italy so he put on his grape stomping clothes and followed Guido. Here Scott met Guido's father and older brother, who were sprawled out next to the vat. Scott later learned that this was where the two spent their life. It seems that after an Italian male passes the age of 23 he tries to stick as close to the wine making facilities as possible. (for a woman it's after age 27) Scott knew if they wandered too far from the vat they would never find it again. Scott was glad that purple was his favorite color as looked into the vat. Guido was thrilled he would have help stomping grapes. It seems he was falling behind in production as his sister had just passed her 27th year and Guido now had to support the habits of a dozen winos.

Life is not easy for Guido or for that matter any Italian grape stomper or for any Italian (perhaps that is why in Italy the average person becomes a wino at age 25). Before Guido goes to school for a greuling 2 hour session he must pick several baskets of grapes from the vineyard. Guido's family like the rest of Italy has no machinery so all the farm work must be done by manual labor. The horse and Donkey are worshipped in Italy so they do not help with the work. (yes, in Italy John Michalski is worshipped) It is a tough life that Guido leads.

On a rare break from work Guido explains to Scott that they must never fall behind on the production of wine. Guido remembers one season how he underestimated his family's wine consumption. One morning his father woke up, staggered to the wine barrell. It was empty! Guido tried substituting orange juice. What followed was not a pretty site (like a picture of John Michalski). Scott believed that all

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Italians were kind, warm, loving people. He was learning the truth the hard way.

Guido's school is a mere mile from his home. However it is no short walk at 8am. Scott learned that Italians are outdoor folk. They enjoy the outdoors so much that many of them choose to sleep out on the sidewalks. When Guido leaves for school these fellow countrymen and women are still sleeping. This makes finding a direct route to school almost impossible. It has helped Guido and other young Italians, in that they are superior long jumpers. You have to learn how to jump 6 or 7 people at a shot. They first day Scott went to Rigatoni High he gave many an Italian a viscious stomach ache. You see Scott consistently tried to leap over 6 or 7 Italians but never made it beyond the second body. Guido was already looking forward to the day Phydoux returned to the U.S. What normally was a 1½ hour Trip became a 3 hour nightmare.

Phydoux also became aware that not only were the Italian people the largest wine producers but also they consume more wine than the rest of the world combined. Over the years the liver of Italians has adapted itself into a super liver so it could handle such large quantities of alcohol. But Scott realized that this is what kept the Italian economy from collapse. It kept the price of wine up in Italy as well as throughout the world.

The Mozzarella family paid dearly for their desire to drink all the wine their vineyards grapes could yield. Take for instance their goldfish bowl which had 2 fish but no water. Their car which had no gas, oil or tires. Eating in the dining room was done Japanese style, no shoes and on the floor. Not because this is the in thing in Italy but rather that this nice dear, typical family of Italians could not afford shoes or a set of chairs. Yet they still lived a luxurious life compared to Scott's home life in Minnesota.

Scott's 2 months in Italy finally came to an end. Phydoux learned that life in Italy was all it was cracked up to be. It wasn't a bowl of 'peaches and cream'. Guido built a fire and sent up smoke signals to get a taxi to pickup Scott and take him to the airport. Scott was going to miss the Mozzarella family. They treated him like a human being. Why Guido even let him pull the plow every day. Phydoux said his good-byes and ran out to the taxi with a tear in each eye. You see he remembered what it is like to push a taxi 8 miles. His return trip was uneventful. Scott simply recounted his visit and updated his diary. After his visit he learned one thing, more than anything else in the world Phydoux wanted to own his very own grape stomping vat. Although Scott was a native Minnesotan deep down he was Italian.

(In case you were not sure the above article was all in fun. Unlike Kathy Byrne's writings which are always very serious and factual. Next month we follow Kathy Byrne to Germany)

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From John Michalski

About 2 years ago Boob Osuch, Bruce Linsey, and Tom Mainardi were driving across the U.S. They were somewhere in the middle of nowhere. There were no places of lodging for them to sleep. Finally they came to an old farmhouse. They decided to stop and ask the farmer if they could spend the night. The farmer said it would be fine but one of the three would have to sleep in the barn as he only had room for two in the house. Boob Osuch (who by the way is a Hindu Indian) volunteered. Out he went. 5 minutes later there was a knock on the door it was Boob. It seems that the farmer had a cow in the barn. Boob's religion regarded the cow as a Sacred animal so he was not allowed to sleep under the same roof with one. Bruce Linsey decided he would be the one to spend the night in the barn. Bruce grabbed his suitcase and off he went. 5 minutes later there was a knock on the door, it was Bruce. Since Bruce is Jewish he cannot be near a pig and the farmer had a pig in his barn. This left Mainardi. Tom picked up his suitcase and trudged out to the barn. 5 minutes later there was a knock at the door, it was the pig and the cow.

## ITALIAN: THE DEAD SISTER OF ROMANCE LANGUAGES

BY SCOTT PHYDOUX HANSON

When I first heard about COA, I was a bit wary at first. Anyone who has seen Steve Arnawoodian play Dip knows he can't, and I was afraid that he would bring that same aptitude to the zine. But I already had his money for 20 issues of IRKSOME, so I decided that I had nothing to lose and offered to trade. I soon found COA to be much better than I ever anticipated. Its consistent style, perfect graphics, and good relations with such hobby biggies as Mark Berch should make COA a pillar of the hobby for some time to come.

But the highlight of the zine for me was the chance to meet Tom Mainardi. In case you don't know, Tom's ancestors are from Italy, a little known (and who wants to know it) but large country in southern Europe. I also was amazed by the fact that Tom actually knew some words in the language of this country. (That's Italian; even an Italian could figure that out.) I myself am a student of Portuguese, which like Italian, is one of the "Romance" languages. Along with Spanish and French, these languages are decendents of Latin. A look at these four languages will tell you something about the status of Italian today.

---SPANISH: The language of Spain and most of Latin America, I believe that it is the 3rd most widely spoken language today. Already the leading 2nd language in the United States, by the year 2000 over 25% of US inhabitants will have Spanish for their primary language.

---FRENCH: The language of France, and the traditional "tongue of Diplomacy", which goes back to the time when Louis XIV dominated Europe. Also the leading language of the emerging nations of Africa, which with the increasing power of the 3rd World are gaining influence all the time.

---PORTUGUESE: The language of Portugal, and also Brazil, the leading country of the 3rd World. Brazil's land area is greater than that of the 48 states and has a population of over 100 million, and will be a full fledged superpower by the year 2000. Portuguese is also spoken in Angola and Mozambique, two strategic countries on the southern horn of Africa.

---ITALIAN: The language of Italy.

As you can see, Italian is definitely missing something when compared to its sister languages. I'm even leaving some space in case I can find something else to say about it. If it is blank, you know I couldn't.

But even if Italian (and Italy, for that matter) is of no importance in the world today, the language is still of some value. What is left of the language can be studied and compared to the other Romance languages in order to study the structure and development of the 3 Romance languages still used. For example, the traditional Italian salutation "Ciao" is very similar to the Brazilian "Tchau", except, of course, that the Italian is misspelled. Similarly, "amor" is changed to "amore", "vinho" to "vino", and, well, I can't think of any more Italian words. The language just isn't worth the while to study.

But for some reason, it is to Tom, and I commend him for trying to keep up with his roots. And I'm sure that he can understand me when I say to him...

"Vocẽ ẽ do pais menor do mundo."

Tchau, amigos....

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### GAME START

New game start, following Bersaglieri's lead Diplomatic Immunity will also name it's game with Italian words. We want to keep that European flair. This game is going to be called LASAGNE.

AUSTRIA: Brad Wilson room 154 Princeton Inn College Princeton, N.J. 08544

ENGLAND: Don Sigwalt 125 Hebard St. Rochester N.Y. 14605

FRANCE: Eric Kane 109 Hicks La. Great Neck, N.Y. 11024

GERMANY: Kathy Byrne 160-02 43rd Ave. Flushing, N.Y. 11358

ITALY: Scott Hanson 701 15th Ave SE, Minneapolis, MN 55414

RUSSIA: Mike Mills 47 Mayer Dr. Suffern N.Y. 10901

TURKEY: Steve Langley 2154 Fairfield Rd. Sacramento, CA. 95815

Orders for Spring '01 are due to me, Steve Arnawoodian 602 Hemlock Cr. Lansdale, Pa 19446

on fri. March 5. After that the deadlines will be 2½ weeks apart.



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WINSOME - LOSESOME  
c/o Judy Winsome  
749 21st Ave. Apt. #3  
San Francisco, CA 94121

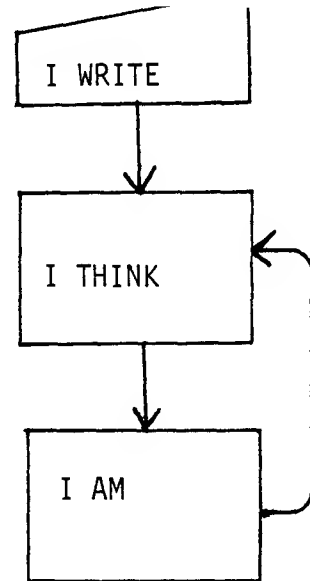
Mr. Steve "Woody" Arnawoodian  
602 Hemlock Cr.  
Lansdale, PA 19446

Dear Woody,

Ok Woody, what's the scoop? You seem to be the main proponent of the theory that I, or at least WINSOME - LOSESOME, is a fake. That, in itself, is alright as it is surely your right to speak your opinion until I can prove you wrong. My main exception is that I don't even get a courtesy copy of your writings concerning me. Steve Langley sent me the envelope which he had addressed to me that was returned with a "No Such Person At This Address" endorsement. He also said that that was the reason he claimed WL to be a fake in his sub-zine. But, did I get a copy of the sub-zine? Noooo! Did I get a copy of COA? Noooo! Ok, so I forgot to mention that I lived in Apartment #3 and, I must assume, the relief mail carrier didn't take the time to locate which of the 749 21st Ave residents was me. (I have to assume that the relief carrier was to blame because I know that the regular carrier will not forget what apartment I live in.) But, upon receipt of issue two of WL, Steve tried again. This time I got his letter. He also submitted an entry for my logo contest and, at the time of this writing, is winning said contest. Perhaps I will get to see Steve at STANTINOPLE-CON in Berkeley in a couple of weeks and then you'll believe I exist. Until then I can only submit that I write and therefore, I think; therefore, I am, I think. Call me what you will, but let me know what I'm called.

Thank You,

*Judy*  
cc: Mainardi, Langley



1/29/82



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Dear Judy,

You were sent a copy of the CoA issue you are referring to. I addressed it to Apt 3 also! I didn't even wait 3 days before mailing it, like I did to Mark Berch. I haven't even been telling people you are fake, real or a nudist camp counselor. All I did was ask Steve Langley if he thought you were a fake or not. He said he hoped you were real as he wanted to ask you to the Junior Prom.

Personally I believe you are a real honest to goodness warm-blooded Dip Player and Publisher. Why shouldn't I believe it. After all people always drop in and immediately start publishing a zine. I hear you have game openings. In fact John Michalski Has challenged me to a game in Winsome-Losesome. So sign me up send Michalski the bill for my game fee and life time sub.

By the way is Winsome-Losesome double spaced like the letters you write me?

From John Caruso (WHITESTONIA) 160-02 43rd Ave Flushing, N.Y. 11358

Dear Woody,

Regarding Mark Berch's letter.

Hey Mark, what is the length of time you have to be in Dipdom that the 'bigshots' say is required before you can formulate an opinion?

Woody's attitude is not dividness, feuding is. You missed the whole point of the editorial. Woody I suggest that the less said about this the better. Why? If you answer them you are adding fuel to just the things you (and 99% of Dipdom) are saying to ignore. Before you know Mark will print this in Diplomacy Digest, thus dragging this thing all around and as far as possible.

I have an idea and solution to the problem, For those who continue to want to fight. I will run a tournament once a year at a major convention site. Bring your own boxing gloves. You can beat each others brains in and we can declare the winner to be 'The Grand Schmuck' in WIGADOO. Then maybe the rest of us can enjoy OUR HOBBY DIPDOM.

Regarding Bruce Linsey's letter

The point was not what these people have done. It is what they are, for the most part presently doing. That being Feuding, fighting and controversy or just plain trouble making. You were at Byrnecon (newYears). What did you think? That is what Dipdom is all about. No controversy, no politics, just fun in every way shape and form. No one can ever say a Byrnecon is a game session only. It isn't. No one cares who wins or loses because no one keeps stats. Besides weren't you the one who coined the phrase 'ByrneCon'?

We are not denying those people that want to cause trouble anything. All we are saying to them is if they want to cause trouble among themselves. Let them form their own little clique with their own zines and keep their trouble making out of the zines that are trying to do an honest job and have fun.

Regarding Judy Winsome

I don't know if she exists or not. If Steve Langley says no, then she is a hoax. But if Brux says yes, then she is for real. Judy, what do you have to say? (see the letter above) Whether you are real or not is not important. But you are weird. Soon you will be acting out your fantasies, not just going to a movie to see and participate. Do I like the Rocy Horror Picture Show? I never saw it but friends have told me that it was...

Regarding the Leper

1982- the Year of the Leper? Sounds good to me. We have worse than lepers in Dipdom so if we can welcome them we can welcome anybody.. Are you a high or low leper? Do you have spots? Black or white.

I suppose that's all for now. Take care and keep up the good work and please try and stay out of trouble.

(Thanks for writing John, your letter just about says it all. Don't worry I'll stay out of trouble Kathy Byrne is giving me lessons)

KATHY'S KODE PRESENTS: ENOUGH IS ENOUGH!!!!!!!

When I first started playing in Bersaglieri, the only weird thing about it was the game names, they were all some foreign terms for Italian curses. Well this I didn't mind, and I even made up my mind to just ignore the game names. But now, that Gary has invaded COA, conditions for play have gotten much worse. First, Gary demands that maps be used. Gary is either too poor to afford a dip board, or just too lazy to set up his games. Well, maybe the maps would be useful, except for the fact, that they look like road maps. I mean they even have arrows, pointing in all these weird directions, I am still trying to figure out which one leads to the yellow brick road!!! Or maybe they lead the way to go, so that I can collect \$200. Some units even have circles around them, I think this is to show that they have ring around the collar or is that ring around the fleet?

First Gary, then maps, but now even Tom has gone to far. I open up my game results to see that Zipper has some disease called Inghilterra, lucky for me, I'm still Austria or I might send in orders for the wrong units. I can't even figure out which country is which in this zine anymore. Look at the poor people playing in the Gunboat game, first off they are not allowed to know who is in the game, now they are not allowed to know what country they are playing. I mean who knows which country is Aliemagne, Angleteere or Autriche, they all sound like Nazi terms to me. What has happened to Mainardi, has the Southern Funny language rubbed off on him. It seems to me, that if we wanted to play strange countries, we could join a zine in Belgium, what ever happened to the good old native tongue - ENGLISH!!! I ask people like Mike Mills to revolt with me, why should we be subjected to all this Italian and God knows what other kinds of language. We should demand English and if not, then we want the 2nd best language - Gaelic!!!!

The emblem for the zine was also a Mainardi gimmick - you can tell by the hammer & the sickle - a real Commie if I ever saw one. We should have known then that he would revert to brainwashing, by use of some unnatural tongue, and try to stick his communist ways on us. Why should we let this Italian misfit try and overthrow our government. Who is he? Has anyone turned him into the immigration bureau yet? Well, why not? I bet he doesn't even have a visa, I know he doesn't have a passport. I mean, he can't even speak English, so how could he answer any questions. I say we should lynch the Commie! He has even been caught smuggling guns to Northern Ireland! He'd do anything to ruin civilization! All he wants to do is ruin our country and our dip zines. We demand English, we demand instructions on how to read the maps, we want to know where the arrows lead.

I mean what about the time, he tried to push his propoganda on others, by saying that the Carrington's sub to COA - just who the hell is the Carrington's, a bunch of Italian mafia men. Then he has a picture of other great Italians, how about the one of Capt. Kangaroo - with the caption - I'm so good looking it's incredible? I mean really those Italians really do get turned on by uniforms even if they are Kangaroo uniforms. He even said the Kramers were fighting over custody of COA - is Tom nuts! I bet the Kramers, never even heard of COA or Mainardi either, he'd do anything to convince his subbers that people have heard of his rag. Well, I know for a fact that the IRA has heard of him. They have just sent out the following news release: GET BERSAGLIERI, GET MAINARDI, STOP THIS ITALIAN PROPOGANDA! GIVE AMERICA BACK TO THE IRISH! TELL GARY TO GO BACK TO EUROPA EXPRESS! MIKE MILLS WILL LEAD THE GOOD PEOPLE OUT OF THIS ZINE, AND INTO BLARNEY STONE!

Just a Subsyn, nothing more.....

Issue 1      E X P L E T I V E      D E L E T E D      dies

\*\*\*Explanative Deleted (ED) is a subsyn of Coat of Arms by Tom Swider; 1183 Robinson Hill Road; Endwell, NY 13760. To get in a game in ED, you must subscribe to CoA (now THAT's what I call blackmail!).

#### An ED-toriel

\*\*\*ED was going to be a new syn which I planned to put out biweekly, but I backed out before committing myself, because, frankly, it's a pain in the ass to publish, unless you've got xerox at your disposal. Someday when I finish college, I'll return to publishing. With the exception of Abre-cadavre, all my other subsyns are considered defunct.

\*\*\*ED is not going to be an article-filled subsyn, but just a medium of running a few games, hopefully entertaining games. My house rules (for those who care) are available upon request, and will be sent to all new players when they start their first ED game. Since I'm sort of on the ironic side, no expletives will ever be deleted from my subsyn, and I may even print letters, should the readers wish to make their voices heard in ED rather than in any of CoA's other subsyns. If not, I don't care, but I am offering a podium for anyone to say anything as long as it is somewhat relevant to current happenings or something interesting. Oh, all my games are black prose.

#### GAME OPENINGS

\*\*\*For the time being, I am offering only two games. My game fees are \$3. Players may sign up for both games, but they must concede their position to play in one of the games should a person not signed up for a game wish to enter a game. This is so that everyone can have fun, and so that I don't leave out anybody if possible. I don't list who is signed up for a game, since I am one who favors fair play, and a staunch attacker of x-gaming (Cross gaming; see Woody, the 'X' stands for 'cross').

DIPLOMACY: Two week deadline game. Games named PAC-MAN. Needs 7 players total, have 3 signed up to play.

FINAL CONFLICT: Four week deadline game. Game named TEMPEST. Needs 7 players total, have 3 signed up to play.

\*\*\*The rules for FINAL CONFLICT are included in this issue of ED.

#### FtP Clarification

\*\*\*I believe in a phone conversation with Kathy Byrns my intentions of having a ftP gathering on my birthday (18th) (April 3rd) was confused. I would like the get-together at my house, not in Flushing. I don't think it would be right to spend my birthday away from my family. Anyone interested in attending "Aluminum Beer Con" on the 3rd is welcome to come. If interested, write me for directions.

#### MAINARDI

\*\*\*Woody wanted me to say some nasty things about Bennie. If you have played Diplomacy with this mad Italian, you know that he is not a very

subtle player. In fact, recent doings of Tom lead me to suspect that not only is Tom a member of the Italian Connection, he is one of the members of the Red Brigades! We all know how gun-ho Mike Mills is about Ireland; in fact, I have some of Mike's personnel etetionary belonging to his father who was a member of some shady IRA committee. But seeing that CoA has a history of inurrectionalist subsyn publications, Tom can be assumed to be a member of the Red Brigades. I first came to suspect this when, et Byrne-con, Bennie wanted to have Italy represented by the Red set of units. And, the only reason Tom won a Nuclear War game was that he held Phyllis as a hostage.

Actually, I like Tom; but then again, I'm crazy about harpiss....

#### Why I Wanted A Subsyn In Coat of Arms

\*\*\*Current rumor has it that I am a jinx to syns. Sadly, it's true. My first subsyn, Wry Motif, appeared in Revelation, which has been sooooo late that I've written it off. WMI also made Crud Martin's xerox machine go nuts when I began sending him colored paper to copy from. From what Gary Coughlen told me, he also gave up on Scotch Brand tape, commenting that Wry Motif was the only reason he continued receiving Martin's rag. \*\*\*Next, it was PI who befell the Suldar curse. Marion Bates had a recovery medically and began to publish Plague Times once more. Then, it happened! TOXIC SHOCK SYNDROME appeared, and WHAM! PI quietly left the hobby scene.

\*\*\*Since then, I started Abre-cadavre in Whitestation; John recently has had an unemployment problem, and maybe he'll fold (but this is doubtful).

\*\*\*With this in mind, I picked up a copy of CoA and read it. GOD! What an awful syn! This Arnewoodian plagiarize all his material, and Mainardi borrows me to death with his Italian cars! Langley is the only guy that needs any sense at all, but yet he can't run a game of pbs Battleship as it should....

\*\*\*As a solution, I am doing the readers a favor by publishing ED. If my curses stay with me, I'll force Coat of Arms to fold, saving everyone the trouble of having to read through it every month!

#### Variantes Anybody?

\*\*\*One idea of ED is that I'd like to place some asphesie on variante. Other than Tom's Gunboat game, there are no variantes in CoA. Certainly there are some deviants out there; actually, if you do subscribe to CoA, you ARE a deviant....

\*\*\*Before you knock variante, remember that there are several variante that don't need different maps or bring in complex rules. For example, blind games like Deadmen Dip don't change the rules much. Jimmay is like Diplomacy, except it uses a different map which is actually smaller than the standard board. Final Conflict (in this issue) is novel since it is (I believe) one of the smallest World variante, which is not a maze (only requires 7 players) and takes a short time to play (PC usually lasts for 7-8 game years); a game will probably never last longer than 1910). I'd appreciate some feedback on your feelings on variante. I have several variante, and would not mind running one or two. A few of them are Vacation Dip, Downfell of the Lord of the Rings, Ancient Rapires and Proxy-plamecy. Any takers?

\*\*\*Well, I have to fit in the Final Conflict rules and map, so I've got to sign off for this month.

\*\*\*Next issue: HANSEL & GRETEL. Oh, HAG is my postal Old Maid game. Yes, I've caught the Willywand Game virus.....

# FINAL CONFLICT By Tom Swider (1981)

\*\*\*Designer's Notes: FC is the result of over two years of "on and off" development. The game originated from Bill Steple's game, World Diplomacy. This prototype had several good virtues such as plane units and good land province divisions. Unfortunately, the Pacific had too many areas, and the rules were not very complete. After about a nine month wait, I began toying around with the rules and boundaries, and eventually made it into a completely different game. FC has been well constructed, and I believe that you should give it a try. A few people actually like it better than standard Diplomacy. Hope you like it!

## \*\*\*Beginning positions:

USoA (United States of America): A Mic. P Cel. P New. P Ale  
BRAZ (Brazil): A Ama. P For. P Rio. P Sal  
ROSA (Republic of South Africa): A Rho. P Ser. P Waf. P Moa  
OPEC (Org. of Petro. Exporting Countries): A Ire. A Beg. P Egy. P Sau  
USSR (United Soviet Socialist Republic): A Mos. A Sib. P Kam. P Len. P Hun  
PRoC (People's Republic of China): A Sin. P Man. P Chu. P Can  
AUST (Australia): A Syd. P Per. P Que. P Vic

\*\*\*The Board: The following provinces are treated like Kiel in the standard game: Tur. Can. Ben. Sca. Turky. Len. Mos. Provinces with non-adjacent coastlines (and are treated like Spain in Diplomacy): Mor. Mex. Col. Baj. Note that Ire has two coasts also, but is treated like StP in Diplomacy. If a player builds a fleet in Mex. or Ire, the player must specify the coast built on or sacrifice the build. 'Land bridges' exist between Eng. Frs and Iba-Mor. An army may move/support acrossed them, but fleets and planes can't. Lastly, Tib is impenesable and is treated like Switzerland in the standard game.

\*\*\*Game Year Sequence: Game begins in Spring 2001, and progresses as in normal Diplomacy. Victory is achieved by owning 24 supply centers at the end of a fall turn. However, for every two centers which are currently devastated by nuclear attack, this condition is reduced by one center.

\*\*\*Stacking Limits: Within a space, a player may keep one army or fleet, one plane (p) and as many nukes (n) as desired..

\*\*\*Plane Units: A plane unit may move or support up to a distance of two spaces. A plane may move over a sea space to give support, or to move if the landing space is a land province. A plane may support into a sea space two spaces away.

If it moves, it must move to a space currently controlled by the player, and can't be moved to a space with an enemy unit currently occupying the space. The above rule may be nullified by a player specifying permission for a plane unit of a different nation to land in any of his controlled spaces, specifying which spaces he will be allowed to land in.

If a plane supports, it is considered an unbreakable support. A plane may move through enemy controlled/occupied spaces or impenesable provinces to give support or to move (provided that the landing space is friendly). Planes may also support a unit in the same space to hold or move.

A plane can not take control of any province, since they can only move into controlled provinces. A plane can't defend against any attack, and if an enemy unit forces its way into the plane's province, it is dislodged. A plane may prevent a plane from retreating into its province however. Planes may retreat to provinces up to two spaces away.

If a player wishes to move a plane over more than one sea space, the plane may be conveyed as if it were an army, except it must land in a controlled province.

Clarification: Planes have an attack & defense strength of 0; they have a support strength of 1.

\*\*\*Nukes: Nukes may be moved in the same fashion as armies are moved. A nuke may not capture a province and has no attack/defense strength. Nukes may only be moved into controlled provinces (no exceptions! even if an ally gives permission for him to move into his province). They do have other uses.....

A nuke may be ordered to launch (1). Launched nukes will detonate in the space ordered. A nuke may be ordered to launch into ANY province on the map. Sample launch order: N lan-1-RHO. A nuke's order is plotted along with military orders, but the effects of nukes are resolved before other movement orders.

## Effects of detonations:

- 1) Turn of impact: All units in the detonating space are annihilated. Secondly, any unit moving into (but not through) are eliminated. Lastly, any unit adjacent to the target province and supports or convoys into the province is eliminated.
- 2) Turn after detonation: The target space is considered impenesable. Planes may still move/support through the nuked province.
- 3) Economic Effects: For the following 3 winter turns, a nuked/developed province loses its income. Any supply center loses its building ability for the 3 years of devastation, but may be built in starting in the fourth winter after detonation.

Misc on nukes: If a unit forces its way into a province with an unfriendly nuke unit, the nuke is considered captured and is replaced with a nuke corresponding to the captor's color. If a nuke detonates in a province occupied by a nuke, the nuke is NOT destroyed; rather, it is allowed to be ordered to launch on the next turn. If it is not ordered to launch on that turn, it is removed from the map. A nuke being conveyed through a sea province which is nuked is destroyed en route. (this will probably never happen, but is included just in case it does). A player may not nuke any territory he begins the game with.

\*\*\*Economics: Economics in FC differ from that of Diplomacy. Each supply center produces \$3 each winter season; all non-sea land spaces produce \$1. A non-sea land space may be captured during any season. At the start of the game, each player begins with a number of provinces which are embargoed within their country's borders. For example, RoSA controls Waf, Bot, Rho, Moa and Saf. USoA controls Hav, Ala, Cal, Neb, Tex, Mio & Nev. Etc....

## Units have the following costs:

army/fleet/plane	\$3	\$3 to build
nuke	\$9	\$3

A player is not allowed to have more nukes than armies, fleets and planes combined.

\*\*\*Builds: Units may be built in any controlled center. When building, a player may not violate the stacking limits. Example: BRAZ may build in a center currently occupied by an army, a plane, but not a fleet or another army. A PLAYER MAY NOT REMOVE A UNIT (by not paying the maintenance costs during the winter turn) AND BUILD UNITS IN THE SAME WINTER BUILD SEASON. This rule prevents a player from disbanding a stray unit and rebuilding it in a more convenient spot.

\*\*\*If there are any questions you may have, you may write the designer at: 1183 Robinson Hill Road, Endwell, NY 13760.



Key To Abbreviations (sc's in CAPS)

north america:

ALA=alaska  
alb=alberta  
bri=british columbia  
CAL=california  
cen=central america  
MEX=mexico  
MIC=michigan  
neb=nebraska  
NEW=new york  
nor=northwest ter.  
ONT=ontario  
ter=territorial isles  
tex=texas  
yuk=yukon

south america:

AMA=amazona  
arg=argentina  
bol=bolivia  
chl=chile  
col=columbia  
FOR=fortaleza  
gui=guiana  
mat=mato grosso  
pru=peru  
RIO=rio de janeiro  
SAL=salvador  
VEN=venezuela

africa:

alg=algeria  
ang=angola  
bot=botswana  
cam=cameroon  
cha=chad  
con=congo  
eaf=e africa  
ivo=ivory coast  
lib=libya  
mau=mauritania  
mli=mali  
MCR=morocco  
MCZ=mozambique  
NIG=niger  
RHO=rhodesia  
SAF=south africa  
SEN=senegal  
SCM=somali  
sud=sudan  
WAF=west africa  
ZAI=zairre  
zam=zambia

europa:

bal=balkans  
BEN=benelux  
fra=france  
HUN=hungary  
IBE=iberia  
ita=italy  
LEN=leningrad  
MOS=moscow  
pol=poland  
sca=scandinavia  
tur=turkey

asia:

afg=afghanistan  
~~BAG~~=bagdad  
bur=burma  
CAN=canton  
CHU=chungking  
EGY=egypt  
IND=india  
inn=inner mongolia  
IRA=iran  
KAM=kamchatka  
kaz=kazakh  
kor=korea  
MAN=manchuria  
MLY=malaysia  
mon=mongolia  
pak=pakistan  
SIB=siberia  
SIN=sinkiang  
syr=syria  
tib=tibet  
THA=thailand  
vie=viet nam  
SAU=saudi arabia

australia:

ade=adelaide  
dar=darwin  
PER=perth  
QUE=queensland  
SYD=sydney  
VIC=victoria

islands:

BOR=borneo  
ENG=england  
haw=hawaii  
ice=iceland  
JAP=japan  
neg=new guinea  
NEZ=new zealand

sea spaces:

arc=arctic ocean  
bal=baltic sea  
ber=bering sea  
bla=black sea  
bob=bay of bengal  
car=caribbean sea  
cas=caspian sea  
chs=china sea  
cor=coral sea  
eio=east indian ocean  
hud=HUDSON bay  
jas=java sea  
mao=mid atlantic ocean  
med=mediterranean sea  
mpo=mid pacific ocean  
nao=north atlantic ocean  
nea=north east atlantic  
nep=north east pacific  
nth=north sea  
nwa=north west atlantic  
nwg=norwegian sea  
nwp=north west pacific  
phs=philippine sea  
psg=persian gulf  
soj=sea of japan  
swa=south west atlantic  
swp=south west atlantic  
wio=western indian ocean  
ant=antarctic ocean

There are a total of  
46 centers on the board.

# <sup>15</sup>blarNEY stone 3

This is BLARNEY STONE a wholly independent subzine of "Coat of Arms", dedicated to the principle that one voice in the wilderness is worth two in the bush. This is the 3d shout.

Does this Hobby have the strength to withstand more 'civil wars' in the letters columns? Does anyone want to find out? I hope not. Last time out, or was that the issue before last, Woody and Tom talked about splitting the Hobby and ostracizing those who don't actually play Dip by mail from, what I guess they would call, the Hobby. Seriously though, that idea is better left dead, as it is now. Just because some folks don't play isn't a reason to call for some disassociation, since that reason simply isn't good enough. Besides, we'd be losing some of the more industrious members. E unum Hobby pluribus zines. \*

By the time you're reading this each publisher on the US and Canada will have received a Zine Directory Information Request Form. My ZD records of old were/are hopelessly out-of-date so I went ahead with a mass mailing to gather the info quickly. I even went as far as including a self-addressed, stamped-envelope with each letter. I hope they didn't let me down!

In each letter I also included advertising information for the ZD-82. That's right. Advertising. The mass mailing will cost some bucks, as will getting the ZD printed in digest form, so to help defray costs I'm soliciting ads for the ZD. Basically, the ads are on a par with those ads they put in your high school year book, but who knows: they may actually drum up some interest for the advertisers.

The new and long-awaited (overdue) ZD will be out in early March. If you'd like ad info write me, or if you'd like to get a copy send 75¢ for 1.

This is a proposal from me to everyone reading this. I have long been ticked off by pubbers who fold and keep the bucks, GMs who mess around with games and who somehow or another still manage to find new subbers, while the already scorched victims are crying for revenge and restitution. So, I am forming ZACK. The Zine ACCreditation Kouncil, which will keep and publish lists of approved zines and honest GMs and lists of deadbeats and scallawags. I would also keep a list of players who are infected with NMrosis. For the ZACK to get underway it needs no money. Strange for a Dip organization. It only needs your support and scrutiny. That is make sure the lists we publish are true.

As of this writing I am the only member of the ZACK. I am asking selected others to join. If you'd like to participate and help stop the lice, write to me about it. I envision that 5-9 members would be representative of the Hobby as a whole and thus stop a clique from turning the ZACK into a personal vigilante movement. ZACK members would from-time-to-time vote on zines/GMs/pubbers for accreditation or blacklisting.

Your thoughts on this are important, so please write to COA.

# Provo Approved!



16

"Do I remember my first ZD!?" How could I ever forget!  
 And I'm getting the new one just as soon as it comes  
 out. The ZD keeps me abreast of Hobby changes and helps  
 me enjoy it much more."Do you have your's?"

.....cut along dotted line.....

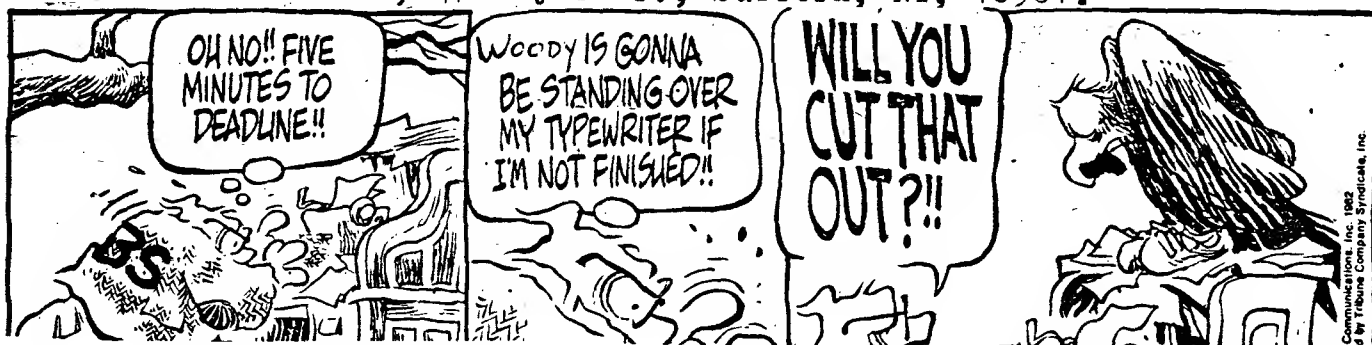
I want \_\_\_\_\_ copy(ies) of the ZD-82 @ 75¢ each.

\_\_\_\_\_ Total price

Please send me information on advertising in the ZD-82

I like/dislike the ZACK proposal because \_\_\_\_\_

send to: Michael Mills, 47 Mayer Dr., Suffern, NY, 10901.



# And Now A Few Words About Tom Mainardi...

by Michael Mills

When you're a retired publisher, everyone thinks they can ask a favor, since as they put it, you don't have anything else to do. Well, Woody has hounded me for weeks saying, "Aw, c'mon Mike. I need an article on Tom...c'mon everyone's doing one...if you don't, I won't print BLARNEY STONE." Woody can be quite convincing, but he needn't have threatened, as I would like to take this time to write about my old friend, that great Italian and surprisingly intelligent human being Tom Mainardi of Havertown, Pennsylvania. Sit back Tom as I recount the old days, when you first joined the Hobby, that some would have us call 'Dipdom'.

Tom had a rough start in the Hobby. First he sent for 16 different zine samples. Trouble was instead of stamps or US money to cover the postage for a sample, Tom sent Italian Lira. Suddenly, Michalski was supplying the men's room at work with toilet paper and making a profit. Berch saved his for his trip to Israel, where he swindled the Bank of the Golan, passing it off as real money. Tom placed calls and eventually got his zines.

Only trouble now was that they were printed in English. So Tom was off to 'English as a second language' classes at Villanova. Tom had trouble with polysyllabic nouns and especially words with 'ph' or 'ough' in them, but he simply avoided them. Now, when he's stuck Tom simply uses sign language, a version called "Strangulation Sicilian".

After Tom could read the zines he was getting, he was appalled by the frequent use of Italian derogatives among the upper echelons of Dipdom. Indeed, John St. Michalski had called The Great Benito a 'dumb ghinnie'! Then one night drunk on a gallon of table wine and slipping off the curb in front of the Greyhound station in Havertown, Tom's mind was illuminated by a thought that was to change his life.

In a drunken vision peculiar to soused Wops in the freezing rain, Julius Caesar and Il Duce appeared before him disguised as garbage men. Oblivious to Tom they were bemoaning the demise of the great Italian heritage. "I getta noah respect", cried Mussolini. "The Rubicon is dry, Italy a joke before the world." lamented the great Caesar.

So there's Tom, the Italian-American's Italian-American, listening to the ghosts of the vanquished Roman Empire. Was there something that Tom could do to resurrect the good names of these two great men?

For six weeks he thought about it and then he spied an announcement in a zine asking for subzine editors. Sure he thought. He'd pub a zine for Italian-Americans!

Tom, in the meantime, was starting to play the game of Diplomacy by mail. That was a novel way to play he thought. He bought some stamps and paper. He was ready, but no one in his 2 games wrote to him. So Tom waited and was quickly jumped by everyone in both games. So Tom wrote to them threatening them with harm, just like Vito Corleone would've done. It didn't work and Tom languished on the boards, which wasn't the messanic vision of conquest he had envisioned. Then Tom went to GenCon'81 and played France in the big tourney. This was his chance to show all those Anglos a thing or two about "Italian Diplomacy". Tom did well, stabbing his way to a 3-way draw. He liked that. Tom likes blood. He hasn't washed that knife yet.

Now Tom's working on the Italian conquest of Europe with his friends in the Red Brigade (Commie, too). You see, a member of the IRA introduced him to the RB when Tom started pubbing. Tom's a terrorist, as you can see by his pictures in Bersaglieri and his GMing.

Well Tom I'm sorry to have exposed you for what you undoubtedly are but don't worry if you need a safe house go to Pat & Liam's in the Bronx and play "My Wild Irish Rose" on the juke box twice in a row, then order some anisette.

## My Favorite Brother by JoAnne Mainardi

Who else would qualify for such an article? Mike Mills called and asked me if I would like to write a profile on Tommy. Naturally I agreed, especially after he told me if I didn't do it, Steve Arnawoodian would get the job.

I remember life before Tommy was born. They were 6 glorious years, the most enjoyable of my life. Although I didn't know it then. I thought it would be great to have a younger brother or sister. When my mother brought Tommy home from the pumpkin patch (I don't want to say hospital as Tommy still believes babies come from pumpkin patches) I was so excited. I could now beat up on my little brother like Nancy Arnawoodian did to Stevie (woody). Those first few days were like being in a war. I couldn't get near the brat. All he did was cry, cry and cry (ok, so he never outgrew that). I just wanted to get close enough to him to introduce a pair of my socks to the inside of his mouth.

I soon learned that being an only child was heaven compared to what I was now going through. No matter what Tom did I was to blame. I was always being yelled at, just because Tommy at 6 years old was still not toilet trained, that was his problem. Anyway I realized one day that my brother was growing on me, like hemorrhoids.

Eventually Tommy grew older, not grew up just grew older. He became very ambitious and decided to take out a bank loan and make his lifetime dream come true. Tommy always believed there was a large market in the Philadelphia area for pies. So with his money which a bank loaned him (now out of business). He opened up a mud-pie business. No one could make a mud-pie faster than my brother. His pies were so fancy that he was able to justify asking a higher price than the average mud-pie. Ok, so the the average mud-pie was free. I guess this is why he went bankrupt after 2 days and defaulted on his loan.

Tommy was a real go-getter. No set back was going to stop him, no sir. His next idea was to get the U.S. government to change the national language from English to Italian. At least this did get Tommy out of the house as he had to spend so much time in Cairo (He thought that was the capital of the U.S.) Well how was I supposed to know he was that gullible, next time I'll tell him it's on Jupiter.

Contrary to belief Tom did excell at certain activities, Like watching Television. He would sit for hours in front of the Tv. One day I taught him how to turn on the set. His favorite show became the CBS test pattern. Last month we bought a home video cassette recorder. Now Tom can watch the test pattern whenever he likes. Another favorite pasttime that Tommy has is watching plants grow. Although he limits this activity, As as Tom likes to limit his excitement. So he only observes plant life for 6 or 7 hours per week.

My brother (uh, I hate to admit to it) never had a favorite food. However he enjoyed licking envelopes and stamps. This was the closest thing to normal that Tom did. I got used to his fanatic ways though. When he said how he thought the New York accent was pretty, I thought nothing of it. By then I was learning how to ignore Tom.

All in all I don't mind Tom. I would do anything for him too, especially if he moved to Calif. Either way, here or in Calif Tommy is my favorite brother. Ok, so he is my only brother what can I say. My mother often says I wonder who he takes after. No one in our family is like him. I pray that there will never be another like him. The people in Dipdom deserve a lot of credit for putting up with Tom. Just be patient. Keep telling yourself he'll go away. I've been saying that for 22 years. I want to thank you for letting him attend your Cons. I will continue to donate money to the Dipdom organizations. Just get him out of the house every other month.

# 29 THE MAGUS

Welcome to the World of

The Magician, First of the Major Arcana. Symbolic of the unknown, the craft of Diplomacy and human pain and suffering.

comes to you, via Coat of Arms from Steve Langley, 2154 Fairfield Rd., Sacramento, Ca., 95815.

Dip Battleship, a perfectly good game, marred by two NMRs, as Torrid Tugboats takes it in the shorts. Magenta (not of Rocky Horror Show fame) and Mauve Maurader take light damage, while Vallian Blue and Purloined Puce escape unscathed.

The shot patterns were: (At Torrid Tugboats) B-3, F-3, K-3, C-4, G-4, J-4, D-5, F-5, I-5, E-6, H-6, D-7, J-7, C-8, I-8, E-9, H-9, D-10, G-10, I-10, C-11, F-11, J-11, B-12, K-12

// (At Torrid Tugboats) A-1, A-2, A-3, A-4, A-5, C-12, C-11, C-10, C-9, C-8, L-11, K-11, J-11, I-11, H-11; (At Mauve Maurader) D-5, D-7, D-9, D-11, G-4, G-6, G-8, H-5, H-7, H-9 //

(At Torrid Tugboats) B-3, B-9, E-6, H-10, I-3, K-7; (At Vallian Blue) A-3, C-4, D-12, F-6, I-3, I-8, L-10; (At Magenta) C-2, C-8, F-4, G-10, I-3, K-8; (At Purloined Puce) C-3, C-9, F-9, G-4, K-2, K-11 // Underlines indicate hits.

Next round, Vallian Blue and Purloined Puce are at full strength, 25 shots, Magenta and Mauve Maurader at 23 shots each, and the Torrid Tugboats have 12 shots. In case you are counting hits and subtracting, Torrid Tugboats took a couple of double hits. Deadline for the next round of shots is 20 Feb 82.

PRESS

OK, who's the dummy that thinks Torrid Tugboats is a color? Baumeister must be playing this using someone else's name!

//Or not playing this under his own name//

Mystery Fleet-Game: Announcing the "Blast the Torrid Tugboats" alliance. To open the fire works, our fleet has launched a 25 shot barrage. To avoid conflicts, the shot quadrants for turn two are: The Mauve Marauder (A-1, A-6, F-1, F-6), Vallian Blue (A-7, A-12, F-7, F-12), Magenta (G-1, G-6, L-1, L-6), Purloined Puce (G-7, G-12, L-7, L-12).

//Teach them to NMR, right gang?//

Remember 20 Feb 82 ... and let us have some more press, please.



20

Another short item on gambling. Remember the gambler I mentioned who was into football cards. Well, all season he has been behind the 49ers. Come Super-Sunday, he had about \$600 down on the game. All on the Bengals. Seems he couldn't find any action going the other direction. Now that is what I call dedication. And we get letters. John Caruso writes to tell me that one of ten gamblers is ahead. According to John, He Osuch, and I are all Dip playing gambler who are ahead. Well, I'm ahead only because I got to be the house for a while. I wonder what the other two stories are. John also asks if I was aware that Judy Winsome and her boy friend Don DelGrande Losesome are putting out a zine together. No John, I wasn't aware that there was a Losesome as part of the Winsome/Losesome family.

Speaking of which, last time I mentioned zines here I plugged Anduin and Erebor. Well, it seems there is no longer an Erebor to plug. Anduin is still arriving as a pluggable sample. I do so again. The zine reads well, has quite a few Dip and Non-dip games running, and looks to be a comer. Write to Eric Kane, 109 Hicks Lane, Great Neck, Ny 11024 for a sample. I also managed to call Winsome Losesome a fake. Well, if it is a fake, it is a continuing one. I received a second sample in the mail. My reason for calling it a fake was that the letter I sent Judy Winsome was returned with the notation, No Such Person at This Address! Since then, Judy has fined down here address with the addition of an apartment number. So, for those of you who still think that there is no life on the west coast, send to Judy Winsome, 749 21st Ave Apt#3, San Francisco, Ca 94121 for a sample of Winsome Losesome.

I was invited to roast Tom Mainardi this time around. Since I really don't care for greasy meat, I think I'll pass. Instead, a short discussion of the ever popular NMR. For one reason or another, almost everyone who has played Diplomacy by Mail has seen the dread NMR next to his name at some time or other. On rare occasion, it is a strategic move. Witness the following: Germany and France, allied from the start. France is almost entirely a sea power, while Germany is all Armies. In order to break through the Italian line, Germany has to get an Army into Piedmont. With France's permission, he moves into Marseilles in the Spring, and (gasp) NMRs in the Fall. A clean little stab that can be negotiated around. Then too, there is the accidental NMR. The moves are mailed with time to spare, and the Postal Service eats them. Worst of all there is the farewell NMR. The position is shot, the player is depressed, and he just drops the game.

The latter is what we all think of when the term NMR is used. When the idea of a Blackish Sort of List is broached. This NMR can be examined in greater depth. There are three NMRs here, not just one. There is the player, who through his NMR is saying to the world, "I don't count. It isn't important whether I send in moves or not. No one is going to care." There is the player, who through his NMR is saying to the world, "You don't count. It doesn't matter to me if I send in moves or not. None of you are that important to me anyway." And, there is the player, who through his NMR is saying to the world, "F--- Off!".

Decide for yourself which of those you are. Some of you are none of those, of course. There are some people who actually play out all of their games. There are others who resign gracefully, with notification to the GM and to the other players when they find that, for whatever reason, that they are not going to play out their game. And there are those who NMR!

ISSUE #1  
FEBRUARY 1982

*"Goods news! Worms are in plentiful supply now through the 31st."*

# Bersaglieri

## Tredici

+++++ This is issue 13 of Bersaglieri which is a subzine of Coat of Arms.  
Bersaglieri is published by me, Tom Mainardi, 1403 Lawrence Rd,  
 Havertown, PA 19083 (215) 446-5611.

There are no game openings right now. At present I am running two regular dip games and one Gunboat dip.

-----

WELL, THEY DID IT!!! Score one for the Italian Anti-terrorist Squad!

The freeing of American General Dozier has upset the plans of the infamous Brigade Rosse or Red Brigades to destroy Italian democracy, at least temporarily. I'm afraid that they most probably will be back, though perhaps not for a while. It seems that much of the "power" of these degenerate anarchists has been put out of action as a result of the series of raids that Italian police have made on various "out-posts" of theirs.

Well, let's just hope that we don't hear too much from the Brigade Rosse in the future. When will fools like them ever learn that absolutely nothing is gained by kidnapping, execution, and the destruction of property!? Thank God we won one! Constant "vigilance" must be maintained if we're to win more.....

\*\*\*I just received Whitestonia #44 today and I was very surprised to find an article written by Mark Berch in it. The article was entitled: "Mark Berch at the Flushing K-Mart". It was a very funny article. If you didn't see it, try to get a copy. In the article, Mark kids around about his own baldness; for instance, he asks a salesman in the store if he could return the Head Shining Kit which John and Kathy gave him for Christmas.

I'm telling you, I never thought Mark had that great of a sense of humor before. From what I've heard, he's more of a stuffed shirt. But it seems that my sources were wrong. Mark does have a sense of humor, a good one and it's good to see that a hobby biggy like him can still laugh at himself....



# Emilia-Romagna

[32]

Spring '01

1981IU

ALLIANCES SHAPING? NO WAY!

Your guess is as good as mine.

\$

Spring '01 orders:

AUSTRIA (Hart): F Tri-ALB, A Bud-SER, AVie-BUD.

FRANCIA (Woodson): F Bre-MAO, A Par-BUR, A Mar-SPA.

GERMANIA (Arnett): A Mun-RUH, A Ber-KIE, F Kie-HOL.

INGHILTERRA (COUGHLAN): A Liv-YOR, F Edi-NWG, F Lon-NTH.

ITALIA (Byrne): A Ven-TYR, A Rom-VEN, F Nap-ION.

RUSSIA (Mazzer): F StP(sc)-BOT, F SEV-Bla, A Mos-UKR, A War-GAL.

TURCHIA (Valentiner): F ANK-Bla, A Con-BUL, A Smy-ARM.

\*\*\*\*\*

Deadline for Fall '01 orders is Wednesday, March 3rd

Press:

Bud-World: Invasion is the root of all evil.

England-Russia: If you come to Memphis

I'll be sure and show you the Grand Ole Opry. When I told Kathy about that, she said she could get you a good deal on the Brooklyn Bridge!

Italy-Russia: You wouldn't leave this poor defenseless creature out there by herself - would you? Oh where's Count Vlad when I need him!

England-Austria: It's great to see a fellow Southerner in the game. Maybe now SOME PEOPLE will let up on their hick jokes. Lissen Y'all--Thar's two of us'm now. heah!

England-Turkey: Now remember what I told you: Both of them are 31 not 23!

Moscow-Vienna: As a matter of fact, I too am playing Aus to a Rus named Mike in VOD. We are strong allies and both of us are surging...uh...oh. Never mind.

Moscow-London: Actually, I really did know that the Grand Ol' Opry is in Nashville, not Memphis. I was just seeing if you were paying attention.

England-Germany&France: You have both been given the benefit of the doubt but I suggest you each write London rather quickly. Especially if you didn't do what you said you would. Or if you did what you said you wouldn't. Oh just write.

England-Italy: Three wins as Italy for you now. That's a hobby record that won't soon be broken. Gonna try for four?!

Italy-Austria: Nothing personal, this is the standard Byrne opening -- next stop Munich!

Turkey-Anyone: Will someone liberate Poland?

Italy-Germany: I'm telling Gary that not only did you write me three letters but you even called me up. Why are you avoiding the Memphis Flash?

Italy-England: Germany and I are plotting to attack you -- see my troops parachute in!

England-Italy: Because you're you, that's why!

London: So far the English court has been immune to the sweet whisperings of the Italian siren. How much longer depends on what I hear and from whom. Be convincing.

((Emilia-Romagna press continued on next page))

[B3]

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((E-R press continuato))

England-John Michalski: Eat your heart out! I'm in a game with Kathy Byrne that doesn't have Dick Martin or Steve Arnawoodian! Who says it can't be done?

Moscow: The Tsar ponders the world situation: --Another campaign. More wars, more bloodshed, more "Balkan Politics". More scurillous deals made with scoundrels and murderers. More lies, more betrayals. More mass murders (oh no, no more mass murders!) When will it all end? Maybe I'll be the one to put a stop to this madness. Maybe I'll resolve this very year to deal honestly and forthrightly with my neighbors to achieve peace and wellbeing for suffering mankind. Maybe this year....NAH!

Turkey-All: Thanks for the no-game-delay.

Moscow-Fra, Ger, and Aus: You guys should have no trouble with Italy. After all, she's only a girl!

Moscow-Rome: As you desired, so have I done, oh apple of my eye.... oh lemon of my nose. What shall I do next season? Speak and I will obey.

Moscow-London: It never ceases to amaze me when you call up and say: "Hah! Cain y'all guess hew thissy-heah is?.... Aw, sheeit, how'd y'all know?"

Italy-Turk and France: You keep in touch by phone, why do I get this feeling that means big trouble for me.

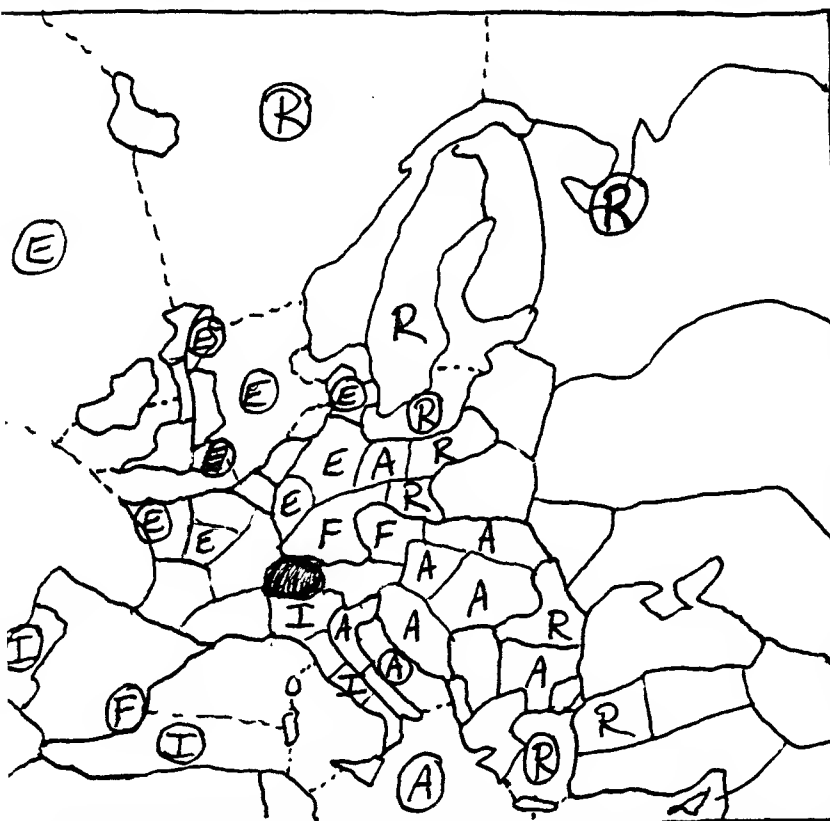
Moscow-Sullivan's Island: Gary has been teaching me Basic Briar. Lemme see... Goll dang, Payat, y'all wanna whup up on Toikey, hot damn sheeit?

Turkey-GM: What does Emilia-Romagna mean?

GM-Turkey: Emilia-Romagna is a region in north-central Italy. If you'll look, you'll find that the other two games I run are also named after Italian regions.

+++++

# Molise Winter '04 1981X



Game delayed because of urgent request.

England gears up for sea battle as France decides to stay in the thick of things. Central Europe is still a mish-mosh.....

\*\*\*\*\*

Retreats: Austria: B Boh-Gal  
Italy: A Ven-Rom

Removals: France: removes A Mar

Builds: Austria: A Vie, A Bud  
England: F Edi, F Lon  
Russia: F StP(nc)

Deadline for Spring '05 orders is Wednesday, March 3rd.

I have orders on file for England and Russia.

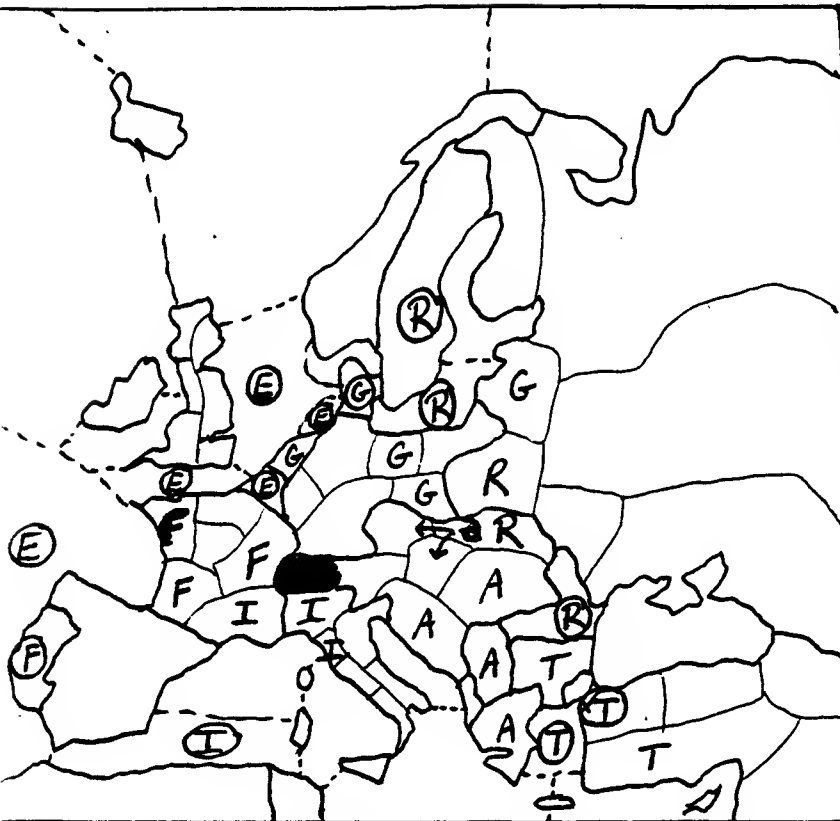
Since there's some room I'll make some GM comments on the game: Even though Rus chose Aus to ally with he's going to have a hard time in reaching Eng itself. John has a good defense and it'll be hard to break. Aus has a little easier task of pushin.

though Italy. But then she still has to worry about her back door. I'd just like to say that I'm glad this game's running smoothly. Thanks all...

# Toscana

SUNBOAT <sup>134</sup>

Winter '02, Spring '03



Germany and Italy fall asleep.  
France and England cooperating?

\*\*\*\*\*

## Winter '02

Austria: builds A Bud  
England: builds F Lon  
France: retreated F Mao-Por  
          removes F Spa(sc)  
Italy: NBR!!! plays 1 short  
Turkey: builds F Smy

## Spring '03

Austria: A BUD S TURK A Bul-Rum (NSO),  
          A GAL S TURK A Bul-Rum (NSO)d,ret to  
          A SER-Bul, A GRE S A Ser-Bul,  
          A TRI-Ser.  
England: F Nth-HEL, F Lon-NTH,  
          F BEL S F Eng, F ENG S F Bel,  
          F MAO S Ttal F WMed-Spa(sc) (NSO).  
France: F POR-Mao, A Par-GAS, A Pic-BU  
          A BRE S A Par-Gas.  
Germany: NMR!!! all units hold. Has:  
          A Hol, A Ber, A Sil, A Liv, F Den.  
Italy: NMR!!! all units hold. Has:  
          F WMed, A Mar, A Pie, A Tus.  
Russia: F Bot-SWE, F BAL S F Bot-Swe,

A Ukr-GAL, A WAR S A Ukr-Gal, A Rum S A Ukr-Gal (NSU), F RUM Holds--unordered.  
Turkey: A Ank-SMY, F Smy-AEG, F CON S A Bul, A BUL S RUSS F Rum.

\*I will be calling for 2 people to send in standby orders for Ger and Ita.

\*Deadline for Fall '03 orders is Wednesday, March 3rd.

### \*Press:

Austria-Russia: I'll leave you alone if you'll leave me alone. The way I see it, we both have our own problems.

Russia-Germany: Either you are Dick Martin or a 12 year-old brat!

Russia-Fra&Eng: Neither of you want to ally with a 12 year-old brat, do you!?

England&Russia: I'll help you, just because noone else will. My favorite hobby is helping the handicapped. Just what is your affliction?

Austria-Turkey: You will please note the support was there as promised. I only hope you saw fit to take advantage of it.

Austria-Italy: I hope we are still not at war. I'm not at war.

France-Germany: I guess I owe you an apology. By your moves and previous bargain to England, what was I to deduce?

France-England: So I'm "obnoxious", huh? Go back to your Spring '01 press, preppy, and see if it was not you who cast the first stone. If you'll call off this attack of yours and venture north, I'll continue against the dago and build no fleets in Brest. I'm no "armoured duck". Are you?

Limey-Slimey French Froggy: Such a way with words -- "greaseball" and "one shot at breaking your nose" -- just what are you? -- a wrestler, a boxer, or maybe just the trash the garbagemen forget to pick up!

England-Italy: How about reciprocating by supporting my fleet MAO-Por? Thanks.

France-Italy: Yours-is coming, meatball. If England lays off, I'm going to shove a few wooden blocks (I have an old set) up your bazinkuss.

France-Turkey: Welcome back. How about a rendezvous around the Ionian?

France-Russia: Look ma, still no hands!

((Toscana press continued next page((()))))



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LETTER COLUMN

From John Caruso, 160-02 43rd Ave., 2nd Floor, Flushing, NY 11358

Dear Tom,

Give me a break! No one asks me at work (when I was employed) what "Santa" brought me. They might say what did you get or how did you make out. Where do you work, in Santa's Toyland?

What was Michel Liesnard rambling about? You didn't ask him about Italian hobbyists from Europe did you? And he even answered you. One has to wonder if Michel is missing as many cards as you.

The Gregory Stewart article was interesting. Gee he seems to have this fixation with nude people and deserts or deserted areas. But again, his story keeps the reader interested and attached to it.

I'm glad you had a good time at ByrneCon. I enjoyed your short review of ByrneCon. It was interesting. Take care and don't forget February -- our next ByrneCon.

John

((No, John, I do not work at Santa's Toyland -- almost though, I work at Sears, Roebuck.

No, John, I originally asked Michel if he knew anything about Italian hobbyists from Antarctica, but he didn't so he sent me info on ones from Europe. Where else do you think Italian hobbyists come from? But if you really want to know the truth, Michel just sent that letter on his own initiative.

Well, I'm glad that you enjoyed Greg's story. You say that the story kept you interested and attached to it. What are some of the other things that you read, John? Do "Campus Coeds" or "Naughty Freshmen" ring a bell.....

Well, John it was nice hearing from you and keep those letters coming. I'm looking forward to the next ByrneCon, whenever it may be since I heard that it's probably postponed. 'Til next time.....))

\*\*\*\*\*

So. Ends another issue of COA. I  
Hear that next issue Woody & others  
are planning to "roast" me. Now I  
HA, HA! WRONG IT'S THIS ISSUE TOM  
Know that none of you out there would  
say anything against lovable me. Would you?  
Well, would you??? I guess I better brace  
myself. Ciao 'til next time...




BATTALLION BRIEFINGS is a subzine of "Coat of Arms" edited by Michael Mills, 47 Mayer Dr., Suffern, NY, 10901; 914-357-1867. It is for the exchange of information and opinion of Avalon Hill's WWII tactical game system, Squad Leader.

It is very possible, actually highly probable, that the next time you get BB you will already have your copy of "GI: Anvil of Victory". We've waited a long time for it and it looks as if it's going to be worth the wait after all.

In GI the TO HIT/KILL armor rules have been extensively overhauled to incorporate US armor configurations. It is also hoped that the A-H crew will adjust some of the odd outcomes in battle due to the AFV Kill Chart (COD's version).

Lorrin Bird wrote an excellent article, "Squad Leader in Evolution: A Modified AFV Kill System" in which some of the 'problems' were outlined and some solutions given. (The article came my way via the SEP: see below.)



Consider this: A hefty German 88Lmm gun with a shell that can penetrate 135mm of armor crashes into a Limey Cromwell tank sporting a maximum of 63mm of steel up front. Let's say the shot was at 480m (12 hexes). You might think that the damn Brit is dead and gone--no questions asked. But wait. The 88L TO KILL # is '8', and the Cromwell has a +1 DRM. Adding the die-roll to the Brit DRM, the poor landser has to roll a clean '7'. And he's got a 58.33% at that. "But how can this shell from the Fatherland hit and very nearly pass through the tank without killing it?"

That's the problem outlined by Bird. He and a group of SLers then applied some of the mathematics of armor miniatures to solve the dilemma and generated an alternative AFV TO KILL Table.

At the core of the alternative table is the relation of a shell's ability to penetrate armor to the thickness of the armor it is cracking into. By first intergrating armor penetration into a gun's TO KILL # and then comparing the gun's armor penetration to the victim's armor thickness Bird, et al. have found a rational method to eliminate the chinks in the armor.

A weapon's to Kill # is derived as follows: (armor penetration divided by ten) add 5. EX- 50L to Kill # = 13 since (78mm divided by ten, then rounded up to 8) add 5. The victim's armor is simply divided by 10. So, that if a 50L hits a 80mm target the attacker will have to roll the remainder of the to Kill # minus the target's armor modifier. In this case  $13 - 8 = 5$ . To Kill this target the 50L needs a die roll of 5.

If the target had been 90mm thick, the above equation would be  $13 - 9 = 4$ .

Now since scurrying to the armor listings in the rule books may be tiresome when needing to know armor thicknesses, Bird devised another formula that relates the armor DRM on the counters to his system. (see 'armor conversion factor' table).

Alright, there's the AH system and the Bird system. Let's compare. The gun is a 76L. The target a PzKwVD. Range 12 hexes. The shell hits the front facing. AH's system lets you kill the tank with a clean die roll of 4 or less (16.67%). The Bird system ( $18 - 15 = 3$ ) makes you roll a 3 or less for the kill. On the other hand, a 128L hitting the tank kills it with a DR of 9 or less (83.33%) according to AH, but kills the PzKwVD 100% of the time using Bird's system ( $31 - 15 = 16!$ ).

Luckily, the PzKwVD isn't in all that much trouble as there are restrictions placed on the max. and min. allowable To Kill numbers. They are 10 and 2. (see "S2").

The armor factors for this alternative system derived from the AH Armor DRMs on the counters were arrived at by relating the armor thickness to the DRM. Bird found that a -1 was related to 40mm of armor. Continuing the same comparison with the counter mix, he was able to arrive at simple translations from AH to Bird's system.

He, however, recommends some minor changes for the Russian T-34s (76s and 85s). he uses a AH DRM of +2, which translates to a 11 Bird Armor Factor.

This new alternative system will help reduce the seemingly ineffective performance of the 1940 era tank guns. With AH's system a 37L and 47 hitting a -1 DRM target at 12 hexes have only a 8 and 28% chance of getting a kill, respectively. With the Bird system the percentages rise to 28 and 43%, respectively.

All-n-all, Bird's system is not in opposition to the AH standard system. Bird simply is injecting a facet of armor warfare that appears to have been overlooked by the designers. It is perfectly feasible that the AH folks may well revamp their system to incorporate some of the basic tenets of the Bird system and change the standrad MO again. Why not, they've done it before.

## Panzerkampfwagen-V PANTHER

GERMAN MEDIUM TANK

### ●Interesting Facts about the German Medium Tank "Panther"

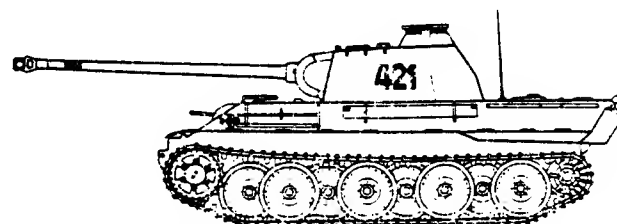
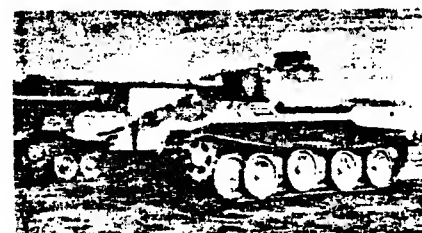
Since 1943, during World War II, there appeared an unusually fast tank on the European Front the silhouetted among its German Mechanized Division. This was the "Panther" medium tank, with its formidable power of attack and fast maneuverability, that soon became an object of terror to men of the Allied Forces.

If put to a question, "Which was the best German tank during the war?" The majority of the people, without hesitation will answer the name "Panther." It is known that the

PZKW-IV and the Tiger-II tanks were also produced by German technology and were both outstanding tanks. But the PZKW-IV was meant to be replaced by the Panther, and the Panther, showing improved attacking and defensive powers and accurate maneuver-ability on the field, soon became the German's main strength tank.

The Tiger I with its 88mm gun would seem at first to be superior to the Panther's 75 mm gun in attacking power. But when viewed from the point of armour piercing power of the shell, the Panther, with its 70 caliber KWK 42 anti tank gun and sloping side armour proved much stronger in actual fighting than the Tiger I's 56 caliber KWK 36 anti tank gun with vertical side armour.

The Tiger II tank, which should be called the



SEP

The Scenario Exchange Program is a loose-knit group of SLers (100+) researching and designing scenarios. They are submitted to the coordinator, who then prints up the best for distribution. Results of play tests along with evaluations and changes are also mailed out to SEP members. For more information contact:

Brian Martuzas  
3146 Bay Ave. 2nd fl.  
Ocean City, NJ, 08226  
609-398-0957



'Improved Panther' was much stronger in attacking and defensive power than the Panther. However, considering the number of Panthers produced and used during this time, the Panther tank was still Number 1.

The main strength German tanks at the start of the war were all unique in the sense that their designs were completely based on German plans and ideas. But the Panther was influenced by the Soviet masterpiece tank T-34 which was seen for the first time on the east European Front.

In the beginning of 1942, in order to fight against the T-34, the German military ordered a new tank from Dymler-Benz and M.A.N. companies with the following specifications: weight-35 tons; speed-60 km/hr; armament-75mm long gun and armour, 60mm thick in front hull, 35mm in the rear and 100mm at the front of gun turret.

Lastly, it was specified that the tank be equipped with a Maybach HL210, water-cooled, V-type 12 cylinder engine. In May of the same year, M.A.N.'s model was chosen without waiting for completion of a proto-type tank. However, there were 2 important modifications. First, in order to meet the military's demand, considerably more than the original 35 ton weight was needed. Second, the military ordered a change in the thickness of the frontal armour from 60mm to 80mm.

Because of these changes, the engine type had to be changed from HL210 to HL230. Then, in order to accommodate this engine, a much better gear was needed, but mass production began without this last change, which resulted in frequent gear malfunctions and related troubles. This became the Panther's greatest defect. In the same year, Dymler-Benz and Henschel were ordered to produce the Panther. Therefore, production was greatly increased and a total of 6283 Panther Tanks were produced, second only to PZKW-4 in number. The first mass produced Panther type D was not equipped with a machine gun but after the experience of close battle, a 7.92mm MG 34 was added to the Panther's right front hull armament beginning with its type A. The special feature of the Panther was the left and right driving mechanism. This created an interchangeability of movements, using the torsion bar system. By 1944, the Panther was further improved from Type A to Type G with a change in its side shape.





## ALTERNATIVE AFV KILL TABLES

S 2

2																				
		76°																		
		47F																		
		45L																		
		50																		
		25LL		40L															28LL	
		37°		47i	75°		76s	88°	75	75g	85L	89L	90L		122L					
TARGET	ATR	20L	37	37L	47L	45LL	75S	50L	75L	76L	77L	75LL	100L	88LL	128L					
AFV Front	6	7	8	9	10	11	12	13	17	18	19	21	23	26	31					
AFV Side Rear	6	7	8	9	11	12	12	14	18	19	20	22	25	27	33					
Unarmored	6	7	7	7	9	9	10	9	10	10	11	11	11	11	11					

## Range (To Kill) DRMs (in boxes)

All Shells	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	55-60
	-2	0	+1	+2	+3	+4	+5	+6	+7	+8

## HIGH VELOCITY AMMO (APDS, APCR, HVPAP)

TARGET	50	50L	57L	75g	75L	77L	76L	76LL	90L
AFV Front	14	17	18	20	26	27	31	33	
AFV Side, Rear	15	18	19	22	28	29	33	35	

## Range (To Kill) DRMs (in boxes)

50, 50L	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	55-60
Others	-3	0	+2	+4	+6	+8	+10	+12	+12	

## ARMOR CONVERSION FACTORS

Armor DRM	-5	-4	-3	-2	-1	0	1	2	3	4	5
Armor Factor	1	2	3	4	6	8	11	15	20	25	

**Notes:** The lower case letters on the guns refer to specific nationalities, as follows: "i" Italian, "g" German, "s" Soviet, "f" French. The S part of the 75S gun refers to the short 75mm weapon carried by the Grant, and some Lee tanks.

Rolling the highest Kill score results in an immobilization. The crew has to pass a morale check in order to stay in an immobilized vehicle, or to re-enter during a rally phase.

## Special Restrictions On To Kill Scores

The maximum and minimum allowable To-Kill scores are 10 and 2 regardless of the AFV Kill mathematics. This will allow for quirk track hits by small shells, and the case where giant shells rip through the periphery of a tank without significantly damaging anything of importance.

## Hollow Charge Shells

Panzerfaust 30; Kill Score of 19  
 Panzerfaust 60, 100; Kill Score of 26  
 Panzerschreck; Kill Score of 26  
 Bazooka; Kill Score of 15  
 PIAT; Kill Score of 16  
 75mm HEAT; Kill Score of 12  
 105mm HEAT; Kill Score of 17

**Note:** These Hollow Charge Kill Scores are not dependent on range.

(from: "Squad Leader in Evolution: A Modified AFV Kill System" by Lorrin Bird.)

Next time out: Information on those multi-commander "blind" pbm SL/COI/COD scenarios. The rules of the game, how they're adjudicated and where to play them, and hopefully, some reviews on GI, if the damn thing's ready YET! If anyone would like to print anything in BB, drop me a line and we'll fit it in somewhere very soon. So long and good night Killif.

**ACADEMY OF ADVENTURE GAMING ARTS & DESIGN**  
**OFFICIAL ORIGINS AWARDS NOMINATION BALLOT**  
*for the year 1981, to be presented at ORIGINS '82, July 23, 24, 25, 1982, in Baltimore, Maryland*  
*(for information about Origins '82, write PO Box 15405, Baltimore, MD 21220)*

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H. G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send \$2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US \$2, payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Bloomington, IL 61701.

**THE H. G. WELLS AWARDS FOR OUTSTANDING  
ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING  
GAMES**

1. Best Historical Figure Series, 1981: \_\_\_\_\_
2. Best Fantasy/SF Series, 1981: \_\_\_\_\_
3. Best Vehicular Series, 1981:  
(includes any man-made conveyance,  
chariots, wagons, cars, trucks, tanks,  
ships, aircraft, spacecraft, etc) \_\_\_\_\_
4. Best Miniatures Rules, 1981: \_\_\_\_\_
5. Best Role-Playing Rules, 1981: \_\_\_\_\_
6. Best Role-Playing Adventure, 1981:  
(dungeons, campaign modules,  
scenarios, etc) \_\_\_\_\_
7. Best Professional Miniatures  
Magazine, 1981: \_\_\_\_\_
8. Best Professional Role-playing  
Magazine, 1981: \_\_\_\_\_
9. All Time Best Miniatures Rules for  
20th Century Land Battles \_\_\_\_\_
10. All Time Best Miniatures Rules  
for pre-20th Century Naval Battles: \_\_\_\_\_

19. Adventure Gaming Hall of Fame: \_\_\_\_\_

(Previous winners of the Hall of Fame are Don Turnbull, James F. Dunnigan, Tom Shaw, Redmond Simonsen, John Hill, Dave Isby, Gary Gygax, Empire, and Dungeons & Dragons).

Name: \_\_\_\_\_ Signature: \_\_\_\_\_

Address: \_\_\_\_\_

City/State or Province/Zip or Postal Code: \_\_\_\_\_

Send in your ballot by March 31, 1982 to only one of the following addresses:

Canada:  
Awards, % Mike Girard  
RR 1  
South Woodlee, ONT  
Canada, NOR 1V0

UK and Europe  
Awards, % Ian Livingstone,  
27-29 Sunbeam  
London NW10  
United Kingdom

USA and all else  
Awards % Bill Somers  
PO Box 656  
Wyandotte, MI 48192

**Instructions. Read Carefully:** Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. **YOU MUST SIGN THE BALLOT!** And include your address. You may vote only once, and send only one ballot per envelope.

Nominations should be for products produced during the calendar year 1981. Exceptions are permitted for older products which gain significant exposure and acclaim during 1981. Miniature figura series nominations should be for product lines which are either new or have been substantially expanded in 1981. All Time Best nominations are not restricted to 1981, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1981 to mid-March 1982. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

**Deadline— March 31, 1982.**

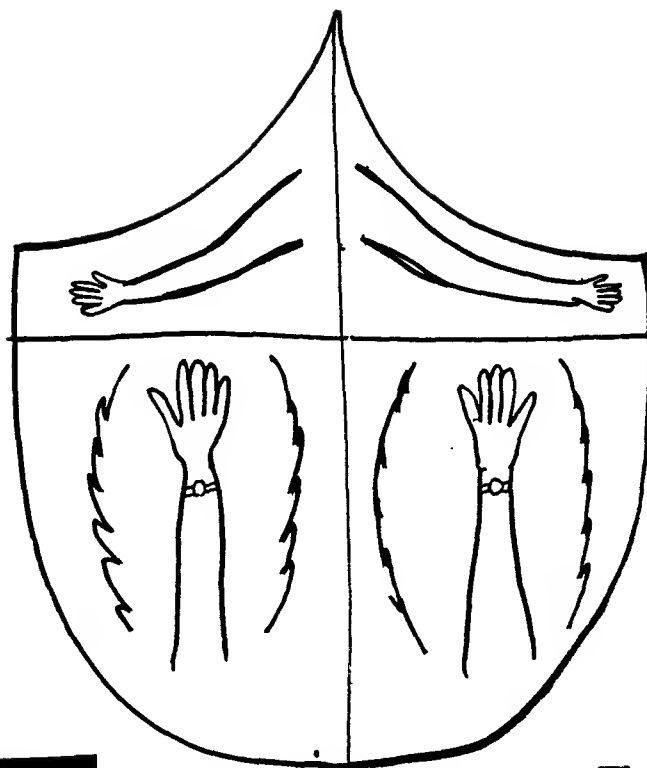
**THE CHARLES ROBERTS AWARDS FOR  
OUTSTANDING ACHIEVEMENT IN  
BOARDGAMING**

11. Best 1981 Pre-20th Century Boardgame: \_\_\_\_\_
12. Best 1981 20th Century Boardgame: \_\_\_\_\_
13. Best 1981 Science-Fiction Boardgame: \_\_\_\_\_
14. Best 1981 Fantasy Boardgame: \_\_\_\_\_
15. Best 1981 Initial Release of a Boardgame:  
(referring to the first release of a  
boardgame by a new company) \_\_\_\_\_
16. Best 1981 Professional  
Boardgaming Magazine \_\_\_\_\_

The following categories recognize outstanding achievement  
in Adventure Gaming in general.

17. Best 1981 Adventure Game for  
Home Computer: \_\_\_\_\_
18. Best 1981 amateur Adventure  
Gaming Magazine:  
(amateur magazines are non-profit  
efforts, not of professional quality, not providing income for their staffs or  
not paying for contributions) \_\_\_\_\_

VI



VII

# COAT OF ARMS

STEVE ARNAWOODIAN  
602 Hemlock Circle  
Lansdale, PA. 19446



First Class

Karl Walter  
1273 Crest dr  
Encinitas, Ca  
92024